

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 11



ARMOR



AGILITY


Sprint  
Leap  
Maneuver

STRENGTH


Lift  
Smash  
Grapple

FINESSE


Control  
Hide  
Tinker

INSTINCT


Perceive  
Sense  
Navigate

PRESENCE


Charm  
Perform  
Deceive

KNOWLEDGE


Recall  
Analyze  
Comprehend

### DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR  
DAMAGE

Mark 1 HP

MAJOR  
DAMAGE

Mark 2 HP

SEVERE  
DAMAGE

Mark 3 HP

HP

STRESS

### HOPE

Spend a Hope to use an experience or help an ally.


**Staggering Strike:** Spend 3 Hope when you hit an adversary to also deal them a Stress and make them temporarily *Staggered*. While *Staggered*, all attack rolls they make are at disadvantage.

### EXPERIENCE

### GOLD



HANDFULS



BAGS



CHEST

### CLASS FEATURE

#### I AM THE WEAPON

While you don't have any equipped weapons, your evasion has a +1 bonus. Your unarmed strikes are considered a Melee weapon, use the trait of your choice, and deal **d10+your tier** phy damage.

#### COMBO STRIKES d4 d6 d8 d10

After making a damage roll with a Melee weapon but before dealing that damage to the target, mark a Stress to start a combo strike. When you do, roll a Combo Die and note its value. Then, roll another Combo Die. If the value of the second die is equal to or greater than your first Combo Die, continue rolling additional dice until the latest Combo Die's value is less than the roll that preceeded it. Total all rolled Combo Dice and add the value to your weapon's damage.

Your Combo Die starts as a d4. When you level up, once per tier you may use one of your advancement options to increase your Combo Die instead.

### ACTIVE WEAPONS

PROFICIENCY

#### PRIMARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

#### SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

### ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

### INVENTORY

#### INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

#### INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

# FIGHTER

## CHARACTER GUIDE

As a fighter, you can use your fists just as well as any weapon to fight off the threats that get in your way.

### SUGGESTED TRAITS

+1 Agility, +1 Strength, 0 Finesse,  
+2 Instinct, +1 Presence, -1 Knowledge

### SUGGESTED PRIMARY WEAPON

Quarterstaff - Instinct Melee - d10+3 phy - Two-Handed

### SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

### INVENTORY

#### TAKE:

a torch, 50 feet of rope, basic supplies,  
and a handful of gold

#### THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**  
a Minor Stamina Potion

#### AND EITHER:

hand wraps from a mentor **OR**  
a book about your secret hobby

### CHARACTER DESCRIPTION

Choose one (or more) from each line,  
or write your own description.

**Clothes that are:** practical, haphazard, pristine,  
standard-issue, someone else's, bright

**Eyes like:** carnations, earth, endless ocean, fire,  
ivy, lilacs, night, seafoam, winter

**Body that's:** broad, carved, curvy, lanky, rotund,  
short, stocky, tall, thin, tiny, toned

**Skin the color of:** ashes, clover, falling snow, fine  
sand, obsidian, rose, sapphire, wisteria

**Attitude like:** a loose cannon, a parent,  
a flowing river, a golden retriever, a veteran

### BACKGROUND QUESTIONS

Answer any of the following background questions.  
You can also create your own questions.

Where did you spend time during your formative years that taught  
you, directly or indirectly, how to fight in the style you use?

What group or organization that has always had your back, and  
how did you get in their good graces?

Who did you lose to long ago that you are desperate for a  
rematch against?

Then work with the GM to generate two starting Experiences for your character.

### CONNECTIONS

Ask your fellow players one of the following questions for  
their character to answer, or create your own questions.

What is one thing we're both afraid of?

I rely on you for something important during our travels together.  
What is it and how do you feel about it?

I still haven't forgiven you for something you said to me.  
What was it and why did you say it?

### TIER 2: LEVELS 2-4

At level 2, gain an additional  
Experience at +2 and gain a  
+1 bonus to your Proficiency.

Choose two options from the list below and  
mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character  
traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two  
Experiences.
- ☐ Choose an additional domain card of your  
level or lower from a domain you have  
access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage  
thresholds accordingly. Take an additional domain  
card of your level or lower from a domain you  
have access to.

### TIER 3: LEVELS 5-7

At level 5, gain an additional  
Experience at +2 and clear all marks  
on character traits. Then gain a  
+1 bonus to your Proficiency.

Choose two options from the list below or any from  
the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character  
traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two  
Experiences.
- ☐ Choose an additional domain card of your  
level or lower from a domain you have  
access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross  
out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for  
your character, then cross out an unused  
"Take an upgraded subclass card" and the  
other multiclass option on this sheet.

Update your level and adjust your damage  
thresholds accordingly. Take an additional domain  
card of your level or lower from a domain you  
have access to.

### TIER 4: LEVELS 8-10

At level 8, gain an additional  
Experience at +2 and clear all marks  
on character traits. Then gain a  
+1 bonus to your Proficiency.

Choose two options from the list below or any from  
the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character  
traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two  
Experiences.
- ☐ Choose an additional domain card of your  
level or lower from a domain you have  
access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross  
out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for  
your character, then cross out an unused  
"Take an upgraded subclass card" and the  
other multiclass option on this sheet.

Update your level and adjust your damage  
thresholds accordingly. Take an additional domain  
card of your level or lower from a domain you  
have access to.



### TIER 1



ACTIVE

Stance



ACTIVE

Stance

### TIER 2



ACTIVE

Stance



ACTIVE

Stance

### TIER 3



ACTIVE

Stance



ACTIVE

Stance

### TIER 4



ACTIVE

Stance



ACTIVE

Stance

#### TIER 1 STANCES

**Brutal:** When you roll the maximum value on a damage die, roll an additional damage die.

**Defensive:** Attack rolls against you have disadvantage unless the adversary marks a Stress.

**Grappling:** On a successful attack, you can spend a Focus to make the target temporarily *Restrained*.

**Steady:** Gain a -1 penalty to your Evasion. When you deal damage on a successful attack, roll an additional damage die and drop the lowest.

**Precise:** Gain a +1 bonus to your attack rolls.

**Quick:** When making an attack roll, spend a Focus to include an additional target within range.

#### TIER 2 STANCES

**Deadly:** When you deal Severe damage, the target marks an additional HP.

**Hindering:** On a successful attack, you can spend a Focus to make the target temporarily *Hindered*. While *Hindered*, their attack rolls have a -2 penalty.

**Invigorating:** When you make a successful attack, roll a **d4**. On a 4, gain a Focus.

**Immovable:** Gain a +2 bonus to your damage thresholds and you cannot be moved unwillingly.

**Nimble:** When an adversary makes a successful attack roll against you, you can spend a number of Focus up to your Tier. Roll a number of **d6s** equal to 1 + the Focus spent. If any of the dice values match, you take no damage from the attack.

**Otherworldly:** You can choose whether to do Physical or Magic damage.

**Scary:** Successful attacks also force the target to mark a Stress.

#### TIER 3 STANCES

**Deflecting:** When you are targeted by an attack, you can spend 2 Focus to gain a bonus to your Evasion equal to your Armor Score against the attack.

**Devastating:** Spend a Focus before your attack roll to use **d20s** as your damage dice instead.

**Dueling:** Gain advantage on attack rolls when there are no other adversaries or allies in Very Close range of you or your target.

**Compounding:** When you roll the maximum value on a Combo Die, increase the size of the subsequent Combo Dice you roll for the attack (at a maximum of **d12s**).

**Inexorable:** Attacks against you have disadvantage if you have more than two adversaries within Melee of you.

**Favored:** Add the trait of your choice to your damage roll.

**Sheltering:** When you mark an Armor Slot, it reduces damage for you and all allies within Melee range of you who took the same damage.

#### TIER 4 STANCES

**Crushing:** When you roll a 1 on a damage die, it can be treated as the highest value on the die instead.

**Infuriating:** On a successful attack, the target becomes *Furious*. While *Furious*, they are *Vulnerable* and have a -2 penalty to their attack rolls. They can only clear *Furious* by succeeding on an attack against you.

**Sweeping:** Your attack targets all adversaries within Very Close range. Deal half damage to all targets you succeed against.

**Discerning:** You may choose the target of your attack after making your attack roll. The GM will tell you who the attack would succeed against.



## JUGGERNAUT

### Foundation

**Rugged:** Gain a permanent +3 bonus to your Severe damage threshold.

**Overwhelm:** On a successful attack, you can spend a Hope to force the target to mark a Stress.

## JUGGERNAUT

### Specialization

**Powerhouse:** Increase the damage dice for your unarmed attack to **d12s**.

**Eye for an Eye:** When you mark more than one Hit Point from an attack in melee range, the attacker must make a Reaction Roll (14). On a failure, once per rest, they immediately mark the same number of Hit Points in return.

## JUGGERNAUT

### Mastery

**Pummeljoy:** Whenever you roll a critical success on a weapon attack against an adversary in Melee range, you gain an additional Hope, clear an additional Stress, and add +1 to your Proficiency for the attack.

**Not Done Yet:** When you mark more than one HP from an attack, you may gain a Hope or clear a Stress.

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## MARTIAL ARTIST

### Foundation

**Martial Form:** Take the Martial Form sheet. You start with two martial stances from Tier 1. When you reach a new tier, take two additional stances at your tier or lower.

**Focus:** Mark a Stress to place a number of Focus tokens on this card up to the value of your Instinct (minimum of 1). Spend a Focus to activate or shift into a different stance. It lasts until you mark your last Hit Point, you take Severe damage, the scene ends, or you shift into another stance.

## MARTIAL ARTIST

### Specialization

**Keen Defenses:** When you are targeted by an attack, you can spend a Focus to make the adversary's attack roll use a d12 instead of a d20.

**Spirit Blast:** Spend a Focus to make an Attack Roll using Instinct against an adversary within Close range. On a success, you deal d20+3 magic damage using your Proficiency and can spend an additional Focus to make them temporarily **Vulnerable**.

## MARTIAL ARTIST

### Mastery

**Limit Breaker:** After rolling your damage from a melee attack, you can spend a Focus to shift the value of all damage dice by +1. On any dice that already landed on their maximum, roll an additional damage die instead.

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